Amendments to the Specification:

Please replace paragraph [0046] with the following amended paragraph:

[0046]   FIGS. 6–8 illustrate three different types of type_zero commands, the write command 220, a read type_zero command 230 of FIG. 7 and a type_zero response command 240 of FIG. 8. Consistent with the description of the type_zero command 220, commands 230 and 240 include a most significant bit "0", an operational code, a length in bytes, and a byte address. Bits 25-[[38]] 29 contain the number of bytes to be read/written. There are only five bits for this field because a maximum of 16 bytes can be transmitted by a single request in this embodiment. The bit 24 defines 24/32 address length and the last 24 bits of the byte address, which is the starting address for the read/write operation. In this embodiment, type_zero requests are suited for longer data transfer since each type_zero command consumes at least four bytes of overhead.

Please replace paragraph [0052] with the following amended paragraph:

[0052]   When the encoded multimedia display command is a type_one data packet, the next step, step 206, is accessing a lookup table using the client identifier as an index. FIG. 13 illustrates representative embodiment of a lookup table 300 having multiple entries including a client identifier 302, a starting address 304, transaction length 306 and an auto-increment flag (AI) 308. Therefore, in response to a client identifier 302 within a command 250, a starting address 304 may be retrieved and the transaction length 306 may also be retrieved. If the auto-increment flag is set, in one embodiment, the MMD 100 will automatically update the starting address for a client after each transaction request for that client. For example, if client "0" is addressed "X" within the frame buffer, [[in]] and the associated length is "4", the first time client

"0" is accessed, the starting address within the table <u>will be</u> automatically [[be]] updated to X+4 when the transaction is complete. The second time the client "0" is accessed, the starting address will be X+4 and it will be updated to X+8 upon the completion of the transfer. In order to reset the starting address, the client identifier 302 must be reprogrammed into the table.